

Muzahir Abbas

Unreal Engine Developer & AI Automation Specialist

Islamabad, Pakistan • +92-3125039952 • Born: 26/12/1996 • Nationality: Pakistan

muzahirabbas247@gmail.com • [LinkedIn](#) • [GitHub](#) • [Portfolio](#)



Versatile Unreal Engine Generalist with a strong foundation in Computer Science and a specialization in AI-driven automation. Expert in building and optimizing real-time 3D pipelines, developing custom tools, and integrating generative AI to accelerate creative workflows from asset creation to final render. Proven ability to bridge the gap between artistic vision and technical execution, delivering high-fidelity interactive experiences and cinematic content.

Education

National University of Sciences and Technology (NUST)

09/2015 - 06/2020

Bachelor of Science - BS, Computer Science

Work Experience

Creative Technology Lead & Co-Founder

01/2021 - Present

SparKE Production — Islamabad, Pakistan

- Spearheaded the integration of AI into production, developing generative workflows that accelerated 2D/3D asset creation by over 50% and automated rendering pipelines to improve efficiency by 30%.
- Directed technical art for 15+ real-time cinematic and game projects, building custom shaders, procedural tools, and optimized character pipelines in Unreal Engine.

Freelance AI Developer & 3D Generalist

08/2020 - Present

Part Time & Freelancing — Pakistan

- Delivered end-to-end 3D character animation and hybrid AI+3D productions for metaverse projects, music videos, and digital fashion campaigns for a diverse client base.
- Developed bespoke AI-powered tools and business process automations for creative clients, streamlining content creation and operational workflows.

Unreal 3D Tech Artist

10/2022 - 01/2023

MovingStone Digital — Islamabad, Pakistan

- Executed key technical art tasks for 3 Unreal Engine metaverse projects, including shader development, character rigging, level design, and critical performance optimization.

3D Tech Artist & Generalist

01/2021 - 04/2021

My Avatar Nation — Pakistan

- Designed and built the core asset pipeline for a large-scale metaverse platform, integrating Blender, Clo3D, and Character Creator with Unreal Engine for modular avatars.

Certifications

Epic Games Game Design Professional Certification — Epic Games (2025)

Generative AI Automation Specialization — Vanderbilt University (2025)

AI Agent Developer — Vanderbilt University (2025)

Google IT Automation with Python — Google (2025)

Essential Skills in Generative AI for Creatives by Adobe — Adobe (2025)

C++ Programming Professional Certificate — C++ Institute (2024)

Projects

AI-Powered Cinematographic Shot Generator

Developed a full-stack tool using Gemini/GPT-4 to convert narrative text into generative prompts and shot lists, successfully automating a key pre-production pipeline.

"Fall of Lucifer" 3D Trailer (Unreal Engine)

Produced a complete cinematic trailer using Unreal Engine, demonstrating expertise in character animation, volumetric effects, and Sequencer-driven storytelling.

"AthenX" - Virtual School (Unreal Engine)

Designed and built a multiplayer educational game in Unreal Engine, handling environment modeling, character integration, and cloud server deployment on AWS.

SG Avatars By My Avatar Nation (MAN)

Engineered an optimized pipeline for large-scale modular avatars, integrating Blender, Clo3D, and Character Creator with Unreal Engine for a real-time metaverse.

"Alien Race" Game Characters Design

Designed, sculpted, and delivered a full set of 24 unique, production-ready rigged 3D characters, establishing a distinct visual IP for a new game project.

Skills

Unreal Engine & 3D Software

Unreal Engine 5 • Blender • Substance Suite • ZBrush • Marvelous Designer • Character Creator • Clo3D • DaVinci Resolve

AI & Automation

Generative AI (LLMs: GPT, Gemini) • AI Agents • Python (Flask) • Pipeline Automation • Docker

Technical Art & Development

C++ • Shaders • Rigging & Animation • Procedural Systems • Level Design • Performance Optimization • React • Node.js

Languages

English (Fluent) • German (Beginner)